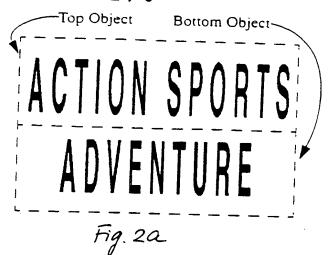


Fig. 1

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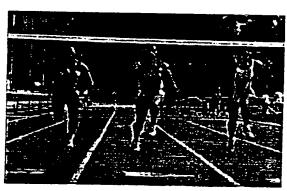


Fig. 2b

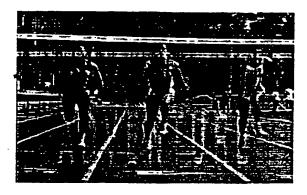


Fig. 2C

OBTAIN
WATERMARK
IMAGE

LONVERT WATERMANK

IMAGE TO GRAY SCALE,
SET THE TRANSPARENT

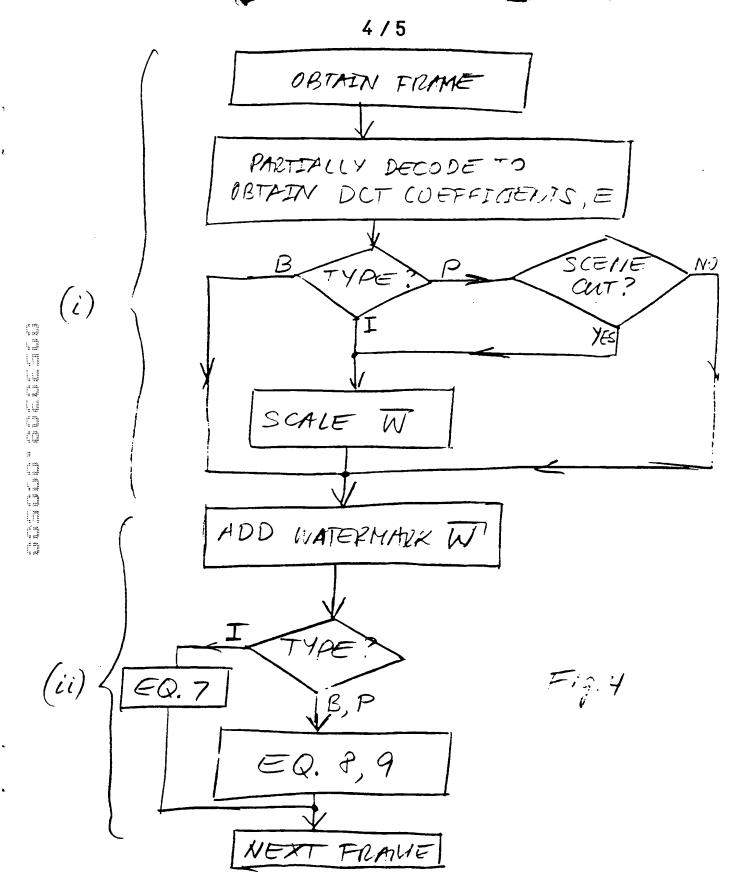
OPTIONAL RANDOM SHIFT

W = DCT(VI)

REGIEDN TO 0, W

Fig. 3

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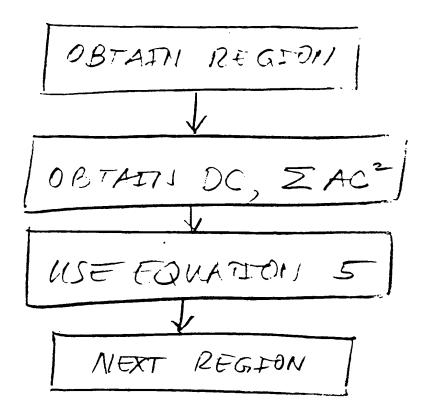


Fig. 5